DEMO KIT

THE FREE CITY CADWALLON

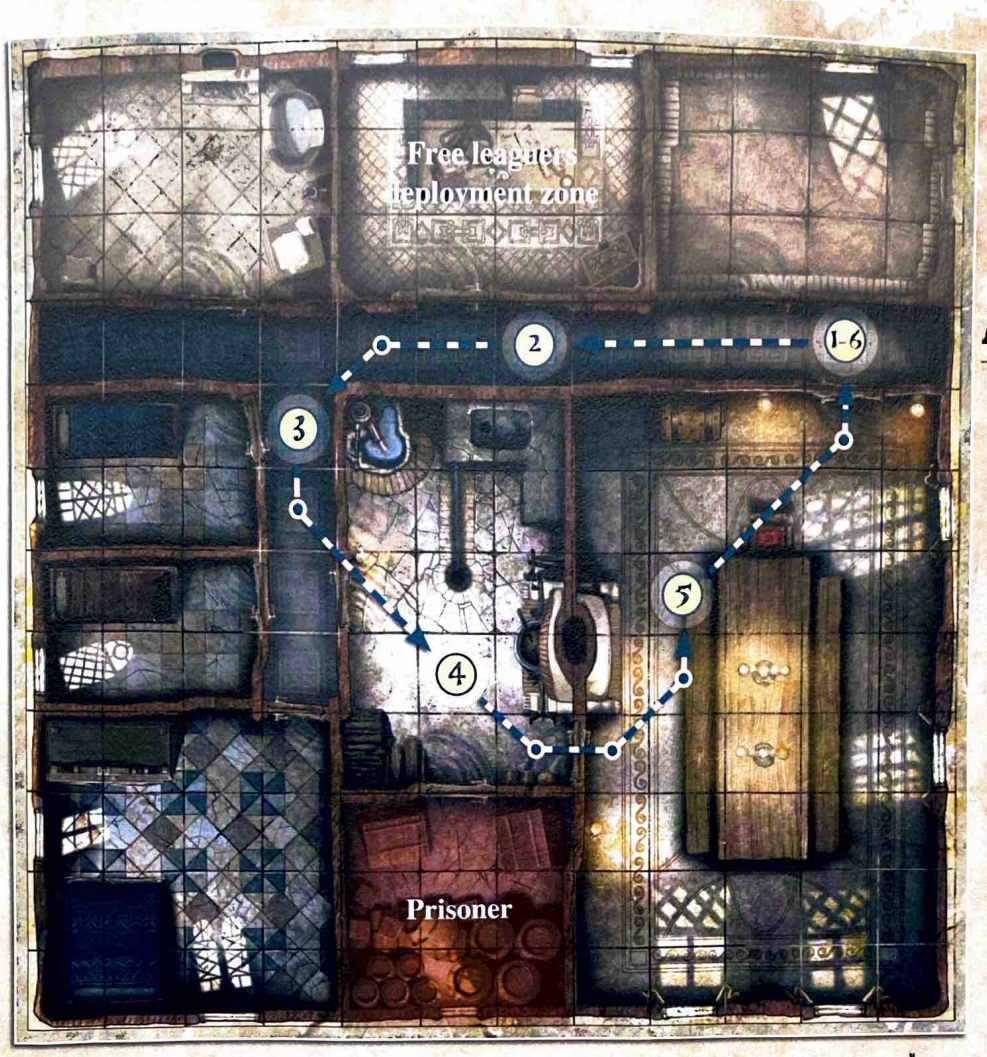
The following documents allow to take a first step in Cadwallon with the role playing game rules of RACKHAM. They gather the core rules and a ready-to-play situation. An hour should be enough to play this scene. At the end of this game session, the players will have mastered most of the game rules; they will be ready to begin a carrier as a free leaguer serving the Free City!

This introduction offers to play free leaguer on probation. The free leagues are groups of adventurers serving the Duke of Cadwallon, fighting to preserve the freedom of the city with the Rag'Narok lurking in the background.

Before playing the offered situation, all the players except one have to choose a free leaguers character from the Demo Kit. The remaining player will be the referee, or Game master (GM).

All the players are invited to read the few rules presented here. On the other hand, the game will be a lot more fun if only the GM has access to the scenario and gives details about the mission little by little during the free leaguers progression.

Cadwallon is a free city in a world at war. Everywhere else battles are fiercely fought; the free leagues, through plotting or with arms, have the heavy duty of protecting the neutrality of the City of thieves..



Map of the scenario

TARAN
THE PRISONER

Potential : 1
Dominant attitude : Opportunism
Size : Medium (3)
POWer : 3 / **Movement :** 4

UH :	☐☐☐
LW :	☐☐☐
SW :	☐☐☐
CW :	☐☐☐
INC :	☐☐☐

Distinctive features : Luck
Caractéristiques :
- PUG 2
- SLE 2
- STY 3
- OPP 2 (DEF 3)
- SUB 5
- DIS 2

Natural weapons : Fists (- 2)
Abilities :
- Strike/PUG 0
- Slither/SLE 0
- Fool/OPP 1
- Dodge/OPP 0
- Look out/DIS 0
- Intimidate/PUG 0
- Parry/STY 0
- Hide/OPP 0
- Slash/PUG 0

THE GUARDS

Potential : 2
Dominant attitude : Pugnacity
Size : Medium (3)
POWer : 3
Movement : 4

Guard n° 1	Guard n° 2	Guard n° 3	Guard n° 4	Guard n° 5
☐☐☐ UH	☐☐☐ UH	☐☐☐ UH	☐☐☐ UH	☐☐☐ UH
☐☐☐ LW	☐☐☐ LW	☐☐☐ LW	☐☐☐ LW	☐☐☐ LW
☐☐☐ SW	☐☐☐ SW	☐☐☐ SW	☐☐☐ SW	☐☐☐ SW
☐☐☐ CW	☐☐☐ CW	☐☐☐ CW	☐☐☐ CW	☐☐☐ CW
☐☐☐ INC	☐☐☐ INC	☐☐☐ INC	☐☐☐ INC	☐☐☐ INC

Distinctive features : Bravery
Characteristics :
- PUG 2
- SLE 3
- STY 2
- OPP 3 (DEF 4)
- SUB 4
- DIS 2

Natural weapons : Fists (- 2)
Weapons : Sword (+ 2)
Armor : Leather armor (PRO 2)

Abilities :
- Strike/PUG 2
- Slither/SLE 0
- Fool/OPP 0
- Dodge/OPP 0
- Look out/DIS 4
- Intimidate/PUG 2
- Parry/STY 2
- Hide/OPP 0
- Slash/PUG 2

INTRODUCTION TO THE RULES

The terms in capitals are elements of the rules: Abilities, characteristics, etc.

WHAT ARE THE DICE FOR ?

When a player describes an action performed by his or her character (unless the result of said action is automatic) the player must roll one or more dice (as described in the Cadwallon rules) to find out whether the character fails or succeeds. Actions are resolved by rolling six-sided dice, which we refer to as "d6".

Dice rolls, result and final result

Making a dice roll implies rolling one or more d6. The die with the highest number showing gives the **result** of the roll, and a bonus is added to reckon the roll's **final result**. This total is then compared with a number called the **difficulty**. If the final result is equal or superior to the difficulty of the action, the action is successfully performed. If on the other hand the final result is lower, the character fails to perform the action. We will refer to this as **reaching a difficulty**.

In rules terminology, such a roll is codified as (number of dice)d6 + modifier. The modifier might be a negative number.

A 0d6 roll nevertheless requires that you roll one die. If the result is a ⚀ , the attempt fails automatically. Otherwise, the result is 0 regardless of the number actually turning up! So the final result is equal to the roll's modifier. As it cannot be a negative number, the result will be zero at worst.

Examples :

- *3d6 + 4 means three d6 are rolled and four points are added to the best result. Therefore, if the dice show ⚂, ⚄ et ⚀, the result of the roll is ⚄ and the final result is 5 + 4 = 9.*
- *4d6 -1 means that four d6 are rolled and one point is removed from the best result. Therefore, if the dice turn up ⚀ , ⚁ , ⚃ and ⚅ the result of the roll is ⚅ and the final result is 4 -1 = 3.*
- *0d6 + 5 means the final result is 5, except if the die rolls a ⚀.*

Automatic failure : If every single die gives a ⚀, that roll is an automatic failure. You do not need to calculate the final result, as the action will fail regardless of it.

Note : *Every failure is critical for a character. You must not confuse this rule of automatic failure with the "critical failure" or "fumble" rules common with other role-playing games. The consequences of an automatic failure are in no way worst than a failure caused by a final result lower than the set difficulty. At the very most, the GM may interpret a result as particularly catastrophic if the roll was a 0d6 roll.*

Adding rule

For each value equal to the highest d6 shown in a roll, add one point to the result of the roll.

Examples :

- *A roll of ⚅ , ⚂ , « 3 », ⚀ and ⚅ has a result of 5 (⚅ + 1 for the second ⚅).*
- *A roll of ⚂, ⚃, ⚃ and ⚃ has a result of 8 (⚃ + 2 for the two other ⚃).*
- *A roll of ⚅ , ⚂ , ⚄ , ⚅ and ⚅ has a result of 5 (and not 4 + 1+ 1 for the other two ⚅) because the relevant result is the highest result showing on the dice.*

CHARACTERS AND CHARACTERISTICS

What is a character ?

Each player plays a character knowing this character's strengths and weaknesses and making him move. These are playable characters or **PC**.

Whereas the game master controls the non playable characters or **NPC**, who oppose the PC or help them.

Attitudes and abilities

Each character possesses his own skills, fields in which he is an expert and others in which he is a beginner.

To represent this, the characters of Cadwallon are defined by attitudes and abilities. There are six attitudes (PUGnacity, SLEight, STYle, OPPortunism, SUBtlety, and DIScipline); each ability is associated to one of them.

Abilities determine the maximum number of d6 which can be rolled for an action.

Attitudes indicates the value which is added to the final result.

To carry out a character's action, one needs to roll (ability) d6+Attitude.

Example : *The ability "Climb" depends from the attitude "Sleight"; it is noted Climb/SLE. If a character is endowed with +4 in Sleight and 2 in Climb/SLE, the player can roll 2d6+4 when he wishes to climb over a wall.*

Other characteristics

The characters have other characteristics which allow to define the pace, the number of actions they can undertake in a round and so on.

- **Potential** (POT) indicates the number of dice a character has at his disposal for his various actions.
- **Size** (SIZE) depends on the race of the character and influences a certain number of factors (base size for the miniature representing the character, capacity to move in narrow spaces, reach and so on)
- **Power** (POW) defines the number of dice rolled by a player to determine the damage dealt by a character.
- **Movement** (MOV) represents the number of squares that a character can walk during a "Move" action.
- **Defense** (DEF) is the difficulty to hit a character in combat.
- **Protection** (PRO) depends on the armor worn by the character; it reduces the number of health points lost when suffering damage.

Game System

Quality and gambles

Certain circumstances allow for actions out of the ordinary. The **quality** is a figure that gives the measure of an action's exceptional merits: The quality can vary between 0 and the Potential (see further) of the character performing the action. Unless specified otherwise, every roll has a default quality of zero, regardless of how high the final result is. Some specific rules (for objects, abilities, etc.) may sometimes allow actions with a **default quality above zero**.

A player may make a **gamble** by giving a number between 1 and his character's Potential. This gamble is the risk taken by the character that increases the difficulty of the roll. An action with a gamble of X has its difficulty increased by X point(s). If the action is successful, it has a quality of X.

Quality has an effect on opponents' actions, when it logically should (for ex.: Quality on a running action may make it harder for pursuers to keep up, for opponents with guns to hit you, etc.).

The GM may disallow a player from making a gamble on certain rolls if it is too easy a roll.

- **Gambles to set challenges**

When a player thinks his character may overcome a difficulty easily, he may make a gamble in order to outdo an opponent or to give said opponent a disadvantage (during an arm-wrestling contest, a race, etc.).

If the player obtains a final result equal or superior to the sum of the difficulty and the gamble, his character accomplishes the action with a quality equal to the amount of the gamble.

Exemple : *A free leaguer tries to spot his enemies in a busy part of the city. The GM asks for a roll of Look out/DIS with a difficulty of X (according to the features of the district where the action takes place: noise, lighting, etc.). The free leaguer's opponents have previously hid themselves by making a roll against the same difficulty, and by making a gamble of three. If the player does not make a gamble at least equal to three for his Look out/DIS roll, he will not be able to spot his enemies. If he makes the call, he will need to make his roll and obtain a result at least three points above X (maybe more if he has made an even bolder gamble!).*

- **Gambles for special effects on some actions**

When a player thinks his character can easily overcome a difficulty, he may make a gamble to gain further advantages. Some game effects anticipate this by giving predetermined advantages (damage bonus, benefits in a struggle for influence, etc.) when such an action is successfully made with a gamble. In such cases, the gambles have no effect on quality, because they already have another game effect!

If the player obtains a final result equal or superior to the sum of the difficulty and the gamble, his character accomplishes the action with the special effects described by the rules.

Potential, Action pool and Reaction pool

When a scene takes place on the gaming tiles, it is said to be an **opposition**, which means the NPC can react to the PC's actions at any moment; thus it becomes important to determine the action and reaction capacities of all the protagonists. To do so, each player speaks in turn. The speaking turn is determined by the dominant attitude of the character, the PUGnacious speaking first, then the SLEighty and so on, following the order on the character sheet (the GM participates in this declaration round for each of the NPC he controls).

When his declaration turn comes, each player shares the dice from his potential between an **action pool** (AP) and a **reaction pool** (RP); the first is used to undertake actions, while the second is used to react to opponents actions.

Once the dice are distributed, the players announce their character's actions, beginning with the character with the most dice in his RP.

Facts and moves

Some action can be undertaken even by the goofiest people in the world. (open a door, walk and so on...); these are called facts. To do them does not require any dice roll, since the roll is an automatic success. Nevertheless, these **facts** represent a time loss for the character; to simulate this, when a character undertakes a fact, the player must spend 1d6 from his AP.

On the other hand, when a character does an action (or a reaction) requiring a dice roll, he is said to be doing a **move**. This player then takes the number of dice needed from his AP (or RP) to make the ability roll.

Coordinate ses efforts

When several characters are working together to accomplish the same action by using the same ability, the GM may allow them to make a collective dice roll. In this case, the group chooses one character who will be the leading figure for the action and roll the dice. Each "assistant" with a positive value in the ability provides one (and only one) additional die for the roll. For an opposition roll, the total number of d6 rolled cannot exceed the Ability level of the character rolling the dice. In addition, the bonus dice from the help are taken from the Reaction Pool.

Example : *Two characters are attempting to break open a double door together. As they run up to it, the GM decides this means they attack the door after a charge and asks for a Charge roll. One of the players rolls with an additional d6. If the action had been opposed, the number of dice rolled would have been limited by his level in the Charge Ability.*

Note : *The coordination must be possible for the character on the playing board. In order to help someone smash through a door, for example, you must be standing close and able to charge it !*

Threat Level

The inhabitants of a district (or the militia or even the rascals) do not react the same during a quiet afternoon or late at night when hearing a scream in the streets.

To simulate this, *Cadwallon* introduces a simple yet elegant concept: the **threat level**, TL for short. It consists of a table graduated from 1 to 13, in which is indicated, depending on the time, weather conditions and the fief concerned, the attitude and privileged talents of the NPC. Each suspicious action of the PC (incantation, aggression and so on) increases the threat level and thus alters the behaviour of the inhabitants or the intervention of the militia. On the other hand, it is possible to lower the TL by being discreet.

The TL is known at every moment. The players can immediately measure the consequences of their actions with the evolution on the TL; and the GM can easily use it to give pace to the game.

SCENARIO

The city's political climate doesn't allow the duke of Cadwallon to publicly free a bandit named Taran who holds important informations. For this reason he has asked the free leaguers to enter a guarded residence to gather the informations held by this individual.

GOAL

There are two ways to accomplish this mission :

•Taran leaves the game board escorted by the PCs.

•The free leaguers get the informations the duke of Cadwallon needs!

FORCES PRESENT

The players

Each player has his own free leaguer. All the PC must cooperate to successfully carry out this mission. Three profiles are provided with this kit. It is preferable that the three are used to improve the chances of accomplishing the mission; these profiles can be played several times by different players.

The GM

The GM controls the guards in the house as well as their prisoner. Five men guard the house: two are patrolling the hallways and the three others are sleeping in their rooms. The prisoner is in the storage room next to the kitchen.

DEPLOYMENT

The free leaguers deploy in the three colored rooms on the map.

The guards are not immediately set on the board. Those who aren't moving will be deployed when the free leaguers have spotted them. The same goes for those on patrol, but the GM has to determine their position beforehand: at the start of the game he secretly rolls 1d6 and writes down the result. This indicates the patrol's position on the map.

ACTION !

Here are the rules required for this scenario. They explain the action mechanisms on the game board and are complementary to the introduction to the rules.

THREAT LEVEL

The threat level, abbreviated as TL, simulates the scene's tension. The higher it is, the more the guards are paying attention to the PCs' actions. This notably causes a change in the behavior of NPCs, but also gives them the possibility to call for backup.

TL is represented by a value graduated from 1 and 13. At the beginning of the game the TL is 1. Each time it reaches a key level, the NPCs' behavior changes, generally to the PCs' disadvantage. If the TL decreases, the level's effects last until it reaches a lower key level. The TL is known by the players and is represented by the sum of 2d6 placed next to the game board.

Various parameters cause the TL to change. Each of these events will cause the TL to increase by one point and once per round :

- Two characters fight ;
- A guard sees a free leaguer ;
- A guard spots a free leaguer using "Look out" ;
- A guard notices an unusual detail (open door, corpse, etc.) ;
- A guard is killed in front of another guard ;
- A free leaguer does a move or a fact without hiding.

On the other hand, each time a round passes without an increase in TL, the Tl decreases by one point.

GETTING AROUND THE HOUSE

To move on the game board, the player has to perform one of the two following facts for his character :

- Move (1d6) : The character can move by MOV points. Each time he spends 1d6, the player has MOV points at his disposal to move again.

Here are the various TL degrees. These effects are applied until the end of the round. Effects are cumulative with each other :

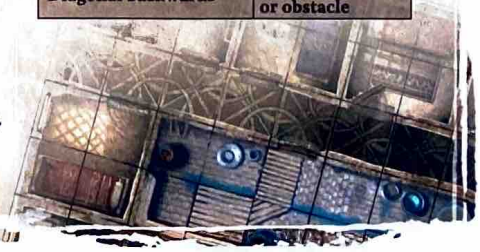
- TL 1 : Everything is OK.
  At the end of each round the guards on patrol move from one position to the next, following their increasing order. Once they reach their initial position, they start their patrol itinerary again. They interrupt it if they come into contact with a free leaguer.
- TL 5 : The guards are cautious.
  They divide their POT dice between the AP and RP and use one from their RP to Look out every round.
- TL 7 : The sleeping guards wake up.
  They remain in their room and put on their gear.
- TL 9 : The guards leave their rooms.
  One of them positions himself in the kitchen and the two others in the hall.
- TL 13 : Alerted by the noise, the militia intervenes and arrests everyone. The mission is a failure.

- Open/Close a door (1d6/SLE) : The character opens or closes a door. This fact is free if the character's attitude is Sleight. All doors on the patrol's path are open. Besides, Kargor the Wolfen is too large to pass through the doors or to move down a corridor. Each time this character wants to move within a small space he must manage to Slither instead of simply carrying out a "Move" fact. If the test is a failure, he remains where he is and the dice spent are lost.

- Slither/SLE : The player does a Slither/SLE (6) test. If the final result is 6, then Kargor the Wolfen can move as if he were standing on an infantry base, yet without reducing his MOV. However, his POW is reduced by one point.

MOVEMENT TYPES

MANEUVER	COST IN MOV PER SQUARE
Forward	1
Quarter turn	0 for the first one, 1 for each additional one during the same maneuver
Sideways	2
Backwards	3
Diagonal	1, 2 if a threshold or obstacle
Diagonal backwards	3, 4 if a threshold or obstacle



A character can see what is standing in front of him and isn't hidden by a piece of terrain. To check this, an imaginary line is drawn between the center of the square he is standing on and the centre of the square that the character is trying to look at. If this line of sight isn't blocked by any obstacle, then the square can be seen. The house is dimly lit, so characters can only see at a maximum distance of eight squares.

Furthermore, the house is calm, so the characters can hear what is happening in the room they are in and in all the neighboring ones.

To avoid being seen or heard a character has to Hide. To spot a character using "Hide", one has to test "Look out".

- Hide/OPP : The player does a Hide/OPP test. The final result becomes the character's level of Stealth. He does not cause an increase in TL when he carries out a move or a fact. Besides, he cannot be heard. Also, if he is positioned behind or beneath an obstacle (a table, bed, etc.), he cannot be seen. A character no longer benefits from this action if he loses health points or if he causes the TL to increase. And finally, fighters who were already watching him before he Hid are not affected by it.

- Look out/DIS : The player does a Look out/DIS (target's Stealth) test. If the final result is strictly superior to the difficulty, then the character spots the targeted fighter. The targeted fighter still benefits from the Hide move, but the character who spotted him can ignore them.

Fighting

If the guards see the free leaguers and have action dice available, then they attack them. If no dice were assigned to the guards, then it is done at the beginning of the following round and the guards attack then!

When a character wants to attack another one, he must place himself into base-to-base contact with the other with his front edge. He uses Slash if he has a weapon or claws; if not, then he uses Strike. His opponent can Parry or Dodge this attack depending on the fact that he has a weapon or not. If the fighter targeted by an attack doesn't have any dice in his RP, then his Defense is equal to the one printed in his profile.

- Slash/PUG : The player does a Slash/PUG (DEF) test. If the final result reaches the targeted fighter's Defense, then the target suffers a Damage roll. Gambles made with Slash allow a bonus to the final result of the Damage roll.

- Bash/PUG : The player does a Bash/PUG (DEF) test. If the final result reaches equal or superior the targeted fighter's Defense, then he suffers a Damage roll. Gambles made with Strike allow a bonus on the final result of the Damage roll.

- Dodge/OPP : The player does a Dodge/OPP test. The final result becomes his character's Defense against the attack that is about to be made.

- Parry/STY : The player does a Parry/STY test. The final result modified by the parrying bonus of the used weapon or shield becomes his character's Defense.

If an attack strikes true, then the player does a Damage roll: he rolls as many dice as his POW, keeps the best result while applying the adding rule. He adds his weapon's bonus to this. The total is the number of health points lost by the targeted fighter, minus his PRO.

The player then checks as many boxes on his character sheet as he has lost health points.

Damage roll :
POW d6 g (1) – PRO

An injured character must apply a penalty to all of his final results. This penalty depends on the character's state of health :

- Lightly wounded : - 1
- Seriously wounded : - 2
- Critically wounded : - 3

An Incapacitated character falls to the ground and can no longer act. A character with no more life point left is considered dead.

Retrieving Back the Prisoner

Taran isn't tied up, yet he refuses to leave with the free leaguers since he hates the duke. And, he doesn't want to reveal his secret. To make him cooperate, the free leaguers either have to Fool or Intimidate him. If the test is successful they gain influence points (IP). Additional points can be gained by taking gambles (one per gamble). **Once four IP have been gained, Taran agrees to follow the free leaguers.** With six IP, he reveals his secret to them.

- Fool/OPP : The player does a Fool/OPP (3) test. If the final result reaches 3, then the character gets 1 IP for the manipulation test. Gambles with Fool allow additional IP to be gained for an influence test.

- Intimidate/PUG : The player does an Intimidate/PUG (3) test. If the final result reaches 3, then the character gains 1 IP for the manipulation test. Gambles made with Intimidate allow additional IP to gained for an influence test.

A character who talks with Taran without being on a square neighboring his causes the TL to increase by one point. If Taran agrees to follow the free leaguers, one of the players takes control of him.

Distinctive Features

Bravery : The character is especially courageous. If the player places all of his dice in AR, then his character benefits from a minimum quality of one point on all of his tests causing a Damage roll.

Luck : The player can re-roll one dice roll per round. This re-roll is done with the same number of dice as the original roll and can be done for any test, even a damage roll. Whatever happens, the second result is kept.

Scout: The character starts the game as if he was already hidden. If he loses the benefits of this action, then he can benefit from it again by managing a Hide/SUB test.

Born killer : One additional die is kept on Damage rolls. The adding rule applies to the final results when applicable.

THE FREE CITY
CADWALLON

Name : Jesul ..... League : .....
Origin : ..... Race : Goblin.....
Culture : Cadwallon (Lower city) . Motivation : .....
Feats : .....
Distinctive feature(s) : Scout.....
Trade(s) : Cutthroat.....

POT : 2..... XP : ...../.....

SIZE : Small (2)...
MOV : 6
POW : 2d6
FEAR : .....
DEF : 6
MAS :.....

ACTION POOL

HEALTH POINTS

Stunned ☐

UnHurt	☐☐■■■■	
Light Wound	☐☐■■■■	-1
Serious Wound	☐☐■■■■	-2
Critical Wound	☐☐■■■■	-3
INCapacitated	☐☐■■■■	(-4)

PROTECTION

PRO : 2..... Mod : .....

PUGNACITY

Bash	■■☐☐☐	
Charge	☐☐☐☐☐	
Drive	☐☐☐☐☐	
Endure	☐☐☐☐☐	
Exult	☐☐☐☐☐	
Force	☐☐☐☐☐	
Impress	1d6	
Incante :	☐☐☐☐☐	
Intimidate	■■☐☐☐	
Revoke	☐☐☐☐☐	
Slash	■☐☐☐☐	
Smash	☐☐☐☐☐	
Snap out of it	1d6	
Subdue	☐☐☐☐☐	
Swim	☐☐☐☐☐	
.....	☐☐☐☐☐	
.....	☐☐☐☐☐	
.....	☐☐☐☐☐	

PUG + 2

SLEIGHT

Activate/Open/Close	1d6	
Aim	☐☐☐☐☐	
Climb	☐☐☐☐☐	
Design :	☐☐☐☐☐	
Design :	☐☐☐☐☐	
Enchant	☐☐☐☐☐	
Evoke	☐☐☐☐☐	
Feign	☐☐☐☐☐	
Incante :	☐☐☐☐☐	
Mediate	☐☐☐☐☐	
Operate :	☐☐☐☐☐	
Operate	☐☐☐☐☐	
Pierce	☐☐☐☐☐	
Sail	☐☐☐☐☐	
Shoot	☐☐☐☐☐	
Slither	■☐☐☐☐	
Take out a weapon/a gem	1d6	
Tinker	☐☐☐☐☐	

SLE + 3

STYLE

Disguise	☐☐☐☐☐	
Dominate	☐☐☐☐☐	
Examine :	☐☐☐☐☐	
Fanatisize	☐☐☐☐☐	
Fend off/Parry	☐☐☐☐☐	
Get up	☐☐☐☐☐	
Incante :	☐☐☐☐☐	
Lounge	☐☐☐☐☐	
Preach	☐☐☐☐☐	
Ride	☐☐☐☐☐	
Seduce	☐☐☐☐☐	
Shift position	☐☐☐☐☐	
Strike back	☐☐☐☐☐	
Stunt	☐☐☐☐☐	
Summon	☐☐☐☐☐	
.....	☐☐☐☐☐	
.....	☐☐☐☐☐	
.....	☐☐☐☐☐	

STY + 2

OPPORTUNISM

Abjure	☐☐☐☐☐	
Channel	☐☐☐☐☐	
Conceal	☐☐☐☐☐	
Crook	☐☐☐☐☐	
Distract	☐☐☐☐☐	
Dodge	1d6	
Fool	☐☐☐☐☐	
Hide	☐☐☐☐☐	
Hunt	☐☐☐☐☐	
Incante :	☐☐☐☐☐	
Peek an eye	☐☐☐☐☐	
Put to death	1d6	
Recharge	☐☐☐☐☐	
Sabotage	☐☐☐☐☐	
Steal	☐☐☐☐☐	
Survive	☐☐☐☐☐	
Wrestle	☐☐☐☐☐	
.....	☐☐☐☐☐	

OPP + 5

SUBTLETY

Argue	☐☐☐☐☐	
Barter	☐☐☐☐☐	
Consacrate	☐☐☐☐☐	
Cypher	☐☐☐☐☐	
Disarm	☐☐☐☐☐	
Feel	■■☐☐☐	
Foretell:	☐☐☐☐☐	
Identify	■■■☐☐	
Incante :	☐☐☐☐☐	
Poison	☐☐☐☐☐	
Repare/Fix	1d6	
Sermonize	1d6	
Speak	0d6	
Study :	☐☐☐☐☐	
Study :	☐☐☐☐☐	
Sublimate	☐☐☐☐☐	
Taunt	☐☐☐☐☐	
.....	☐☐☐☐☐	

SUB + 2

DISCIPLINE

Analyse	☐☐☐☐☐	
Command	☐☐☐☐☐	
Confound	☐☐☐☐☐	
Coordinate	☐☐☐☐☐	
Defend	☐☐☐☐☐	
Heal	☐☐☐☐☐	
Improve	☐☐☐☐☐	
Incante :	☐☐☐☐☐	
Look out	■■■■☐	
Pray	☐☐☐☐☐	
Reload a bow	1d6	
Reload a crossbow	1d6	
Reload a firearm	1d6	
Search	☐☐☐☐☐	
.....	☐☐☐☐☐	
.....	☐☐☐☐☐	
.....	☐☐☐☐☐	

DIS + 2

RANGED WEAPONS	POW	Rate	Range	Rel.	SIZE	Conc.
	d6					
	d6					
	d6					
	d6					

ALLONGE

			7			
7	6	6	6	6	7	
6	4	2	4	6		
6	3		3	6		

MELE WEAPON	Par. Mod.	DAM	Type	Reach	SIZE	Conc.
Natural weapons : Fists		-2				
Dagger		+1				

REACTION POOL

KNOWLEDGES

Administration : Cadwallon	☐☐☐☐☐	Fiefdom :	☐☐☐☐☐
Administration :	☐☐☐☐☐	Fiefdom :	☐☐☐☐☐
Culture :	☐☐☐☐☐	Fiefdom :	☐☐☐☐☐
Culture :	☐☐☐☐☐	Language :	☐☐☐☐☐
Faction :	☐☐☐☐☐		☐☐☐☐☐
Faction :	☐☐☐☐☐		☐☐☐☐☐
Faction :	☐☐☐☐☐		☐☐☐☐☐
Land :	☐☐☐☐☐		☐☐☐☐☐
Land :	☐☐☐☐☐		☐☐☐☐☐

CONTACTS

NAME (ATTITUDE)	Intimacy	Localization	Page
Duke de Cadwallon	.... ☐☐		
.....	.... ☐☐		
.....	.... ☐☐		
.....	.... ☐☐		
.....	.... ☐☐		
.....	.... ☐☐		
.....	.... ☐☐		
.....	.... ☐☐		

EQUIPEMENT

	Weight		Weight
☐ Armor : Leather armor (PRO 2) . .	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....

Ducats : .....

TOTAL (Kgs) : ....
Bulk : ....

SPELL/MIRACLE	Cost/Faith	Diff.	Target	Range	Duration	Page

GEMS

..... ☐☐☐☐☐☐☐☐☐☐ +... / ROUND
..... ☐☐☐☐☐☐☐☐☐☐ +... / ROUND
..... ☐☐☐☐☐☐☐☐☐☐ +... / ROUND

CARDS

The Magician ..... ☐☐☐☐☐☐☐☐☐☐
The Creation ..... ☐☐☐☐☐☐☐☐☐☐
The Emperor ..... ☐☐☐☐☐☐☐☐☐☐
The Chariot ..... ☐☐☐☐☐☐☐☐☐☐
The Destiny ..... ☐☐☐☐☐☐☐☐☐☐
The Unnamed Card ..... ☐☐☐☐☐☐☐☐☐☐
the Tower of destruction .. ☐☐☐☐☐☐☐☐☐☐
The Sun ..... ☐☐☐☐☐☐☐☐☐☐

CARDS REGENERATION

LOCATION	REGENERATION
Cadwallon : Garden of desire	6
Cadwallon : Underground acheological ruins	5
Cadwallon : Underground	4
Cadwallon : Upper city	3
Cadwallon : Lower city	2
Outskirts of Cadwallon	1
Outside of Cadwallon	0
Groves of desire	Regeneration x 2

THE FREE CITY
CADWALLON

Name : Dellerm. ..... League : .....
Origin : ..... Race : Human .....
Culture : Cadwallon (Lower city) . Motivation : .....
Feats : .....
Distinctive feature(s) : Luck.....
Trade(s) : Spy .....

POT : 2..... XP : ...../.....

SIZE : Medium (3)
MOV : 4
POW : 3d6
FEAR : .....
DEF : 4
MAS :.....

ACTION POOL

HEALTH POINTS

	Stunned ☐	
UnHurt		
Light Wound		-1
Serious Wound		-2
Critical Wound		-3
INCapacitated		(-4)

PROTECTION

PRO : 2..... Mod : .....

PUGNACITY

Bash	■■☐☐☐	
Charge	☐☐☐☐☐	
Drive	☐☐☐☐☐	
Endure	☐☐☐☐☐	
Exult	☐☐☐☐☐	
Force	☐☐☐☐☐	
Impress	1d6	
Incante :	☐☐☐☐☐	
Intimidate	■☐☐☐☐	
Revoke	☐☐☐☐☐	
Slash	■☐☐☐☐	
Smash	☐☐☐☐☐	
Snap out of it	1d6	
Subdue	☐☐☐☐☐	
Swim	☐☐☐☐☐	
.....	☐☐☐☐☐	
.....	☐☐☐☐☐	
.....	☐☐☐☐☐	

PUG + 2

SLEIGHT

Activate/Open/Close	1d6	
Aim	☐☐☐☐☐	
Climb	☐☐☐☐☐	
Design :	☐☐☐☐☐	
Design :	☐☐☐☐☐	
Enchant	☐☐☐☐☐	
Evoke	☐☐☐☐☐	
Feign	☐☐☐☐☐	
Incante :	☐☐☐☐☐	
Mediate	☐☐☐☐☐	
Operate :	☐☐☐☐☐	
Operate	☐☐☐☐☐	
Pierce	☐☐☐☐☐	
Sail	☐☐☐☐☐	
Shoot	☐☐☐☐☐	
Slither	■☐☐☐☐	
Take out a weapon/a gem	1d6	
Tinker	☐☐☐☐☐	

SLE + 3

STYLE

Disguise	☐☐☐☐☐	
Dominate	☐☐☐☐☐	
Examine :	☐☐☐☐☐	
Fanatisize	☐☐☐☐☐	
Fend off/Parry	☐☐☐☐☐	
Get up	☐☐☐☐☐	
Incante :	☐☐☐☐☐	
Lounge	☐☐☐☐☐	
Preach	☐☐☐☐☐	
Ride	☐☐☐☐☐	
Seduce	☐☐☐☐☐	
Shift position	☐☐☐☐☐	
Strike back	☐☐☐☐☐	
Stunt	☐☐☐☐☐	
Summon	☐☐☐☐☐	
.....	☐☐☐☐☐	
.....	☐☐☐☐☐	
.....	☐☐☐☐☐	

STY + 2

OPPORTUNISM

Abjure	☐☐☐☐☐	
Channel	☐☐☐☐☐	
Conceal	☐☐☐☐☐	
Crook	☐☐☐☐☐	
Distract	☐☐☐☐☐	
Dodge	1d6	
Fool	☐☐☐☐☐	
Hide	☐☐☐☐☐	
Hunt	☐☐☐☐☐	
Incante :	☐☐☐☐☐	
Peek an eye	☐☐☐☐☐	
Put to death	1d6	
Recharge	☐☐☐☐☐	
Sabotage	☐☐☐☐☐	
Steal	☐☐☐☐☐	
Survive	☐☐☐☐☐	
Wrestle	☐☐☐☐☐	
.....	☐☐☐☐☐	

OPP + 3

SUBTLETY

Argue	☐☐☐☐☐	
Barter	☐☐☐☐☐	
Consacrate	☐☐☐☐☐	
Cypher	☐☐☐☐☐	
Disarm	☐☐☐☐☐	
Feel	■☐☐☐☐	
Foretell:	■■☐☐☐	
Identify	■■☐☐☐	
Incante :	☐☐☐☐☐	
Poison	☐☐☐☐☐	
Repare/Fix	1d6	
Sermonize	1d6	
Speak	☐☐☐☐☐	
Study :	☐☐☐☐☐	
Study :	☐☐☐☐☐	
Sublimate	☐☐☐☐☐	
Taunt	☐☐☐☐☐	
.....	☐☐☐☐☐	

SUB + 4

DISCIPLINE

Analyse	☐☐☐☐☐	
Command	☐☐☐☐☐	
Confound	☐☐☐☐☐	
Coordinate	☐☐☐☐☐	
Defend	☐☐☐☐☐	
Heal	☐☐☐☐☐	
Improve	☐☐☐☐☐	
Incante :	☐☐☐☐☐	
Look out	■■■■☐	
Pray	☐☐☐☐☐	
Reload a bow	1d6	
Reload a crossbow	1d6	
Reload a firearm	1d6	
Search	☐☐☐☐☐	
.....	☐☐☐☐☐	
.....	☐☐☐☐☐	
.....	☐☐☐☐☐	

DIS + 2

RANGED WEAPONS	POW	Rate	Range	Rel.	SIZE	Conc.
	d6					
	d6					
	d6					
	d6					

ALLONGE

		7		
7	6	6	6	7
6	4	2	4	6
6	3		3	6

MELE WEAPON	Par. Mod.	DAM	Type	Reach	SIZE	Conc.
Natural weapons : Fists		-2				
Dagger		+1				

REACTION POOL

KNOWLEDGES

Administration : Cadwallon	☐☐☐☐☐	Fiefdom :	☐☐☐☐☐
Administration :	☐☐☐☐☐	Fiefdom :	☐☐☐☐☐
Culture :	☐☐☐☐☐	Fiefdom :	☐☐☐☐☐
Culture :	☐☐☐☐☐	Language :	☐☐☐☐☐
Faction :	☐☐☐☐☐		☐☐☐☐☐
Faction :	☐☐☐☐☐		☐☐☐☐☐
Faction :	☐☐☐☐☐		☐☐☐☐☐
Land :	☐☐☐☐☐		☐☐☐☐☐
Land :	☐☐☐☐☐		☐☐☐☐☐

CONTACTS

NAME (ATTITUDE)	Intimacy	Localization	Page
Duke de Cadwallon	.... ☐☐		
.....	.... ☐☐		
.....	.... ☐☐		
.....	.... ☐☐		
.....	.... ☐☐		
.....	.... ☐☐		
.....	.... ☐☐		
.....	.... ☐☐		

EQUIPEMENT

	Weight		Weight
☐ Armor : Leather armor (PRO 2) . .	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....

Ducats : .....

TOTAL (Kgs) : ....
Bulk : ....

SPELL/MIRACLE	Cost/Faith	Diff.	Target	Range	Duration	Page

GEMS

..... ☐☐☐☐☐☐☐☐☐☐ +... / ROUND
..... ☐☐☐☐☐☐☐☐☐☐ +... / ROUND
..... ☐☐☐☐☐☐☐☐☐☐ +... / ROUND

CARDS

The Magician ..... ☐☐☐☐☐☐☐☐☐☐
The Creation ..... ☐☐☐☐☐☐☐☐☐☐
The Emperor ..... ☐☐☐☐☐☐☐☐☐☐
The Chariot ..... ☐☐☐☐☐☐☐☐☐☐
The Destiny ..... ☐☐☐☐☐☐☐☐☐☐
The Unnamed Card ..... ☐☐☐☐☐☐☐☐☐☐
the Tower of destruction .. ☐☐☐☐☐☐☐☐☐☐
The Sun ..... ☐☐☐☐☐☐☐☐☐☐

CARDS REGENERATION

LOCATION	REGENERATION
Cadwallon : Garden of desire	6
Cadwallon : Underground acheological ruins	5
Cadwallon : Underground	4
Cadwallon : Upper city	3
Cadwallon : Lower city	2
Outskirts of Cadwallon	1
Outside of Cadwallon	0
Groves of desire	Regeneration x 2

THE FREE CITY OF CADWALLON

Name : Kargor..... League : .....
Origin : ..... Race : Wolfen.....
Culture : Cadwallon (Lower city). Motivation : .....
Feats : .....
Distinctive feature(s) : Born killer .....
Trade(s) : Bandit .....
POT : 2..... XP : ...../.....

SIZE : Large (4)..
MOV : 6
POW : 4d6
FEAR : .....
DEF : 4
MAS :.....

ACTION POOL

HEALTH POINTS

	Stunned ☐	
UnHurt	☐☐☐☐■■	
Light Wound	☐☐☐☐■■	-1
Serious Wound	☐☐☐☐■■	-2
Critical Wound	☐☐☐☐■■	-3
INCapacitated	☐☐☐☐■■	(-4)

PROTECTION

PRO : 2..... Mod : .....

PUGNACITY

Bash	■■☐☐☐	
Charge	☐☐☐☐☐	
Drive	☐☐☐☐☐	
Endure	☐☐☐☐☐	
Exult	☐☐☐☐☐	
Force	☐☐☐☐☐	
Impress	1d6	
Incante :	☐☐☐☐☐	
Intimidate	■■■☐☐	
Revoke	☐☐☐☐☐	
Slash	■■■☐☐	
Smash	☐☐☐☐☐	
Snap out of it	1d6	
Subdue	☐☐☐☐☐	
Swim	☐☐☐☐☐	
.....	☐☐☐☐☐	
.....	☐☐☐☐☐	
.....	☐☐☐☐☐	

PUG + 4

SLEIGHT

Activate/Open/Close	1d6	
Aim	☐☐☐☐☐	
Climb	☐☐☐☐☐	
Design :	☐☐☐☐☐	
Design :	☐☐☐☐☐	
Enchant	☐☐☐☐☐	
Evoke	☐☐☐☐☐	
Feign	☐☐☐☐☐	
Incante :	☐☐☐☐☐	
Mediate	☐☐☐☐☐	
Operate :	☐☐☐☐☐	
Operate	☐☐☐☐☐	
Pierce	☐☐☐☐☐	
Sail	☐☐☐☐☐	
Shoot	☐☐☐☐☐	
Slither	■■☐☐☐	
Take out a weapon/a gem	1d6	
Tinker	☐☐☐☐☐	

SLE + 3

STYLE

Disguise	☐☐☐☐☐	
Dominate	☐☐☐☐☐	
Examine :	☐☐☐☐☐	
Fanatisize	☐☐☐☐☐	
Fend off/Parry	☐☐☐☐☐	
Get up	☐☐☐☐☐	
Incante :	☐☐☐☐☐	
Lounge	☐☐☐☐☐	
Preach	☐☐☐☐☐	
Ride	☐☐☐☐☐	
Seduce	☐☐☐☐☐	
Shift position	☐☐☐☐☐	
Strike back	☐☐☐☐☐	
Stunt	☐☐☐☐☐	
Summon	☐☐☐☐☐	
.....	.....	
.....	☐☐☐☐☐	
.....	☐☐☐☐☐	

STY + 2

OPPORTUNISM

Abjure	☐☐☐☐☐	
Channel	☐☐☐☐☐	
Conceal	☐☐☐☐☐	
Crook	☐☐☐☐☐	
Distract	☐☐☐☐☐	
Dodge	1d6	
Fool	☐☐☐☐☐	
Hide	☐☐☐☐☐	
Hunt	☐☐☐☐☐	
Incante :	☐☐☐☐☐	
Peek an eye	☐☐☐☐☐	
Put to death	1d6	
Recharge	☐☐☐☐☐	
Sabotage	☐☐☐☐☐	
Steal	☐☐☐☐☐	
Survive	☐☐☐☐☐	
Wrestle	☐☐☐☐☐	
.....	☐☐☐☐☐	

OPP + 3

SUBTLETY

Argue	☐☐☐☐☐	
Barter	☐☐☐☐☐	
Consacrate	☐☐☐☐☐	
Cypher	☐☐☐☐☐	
Disarm	☐☐☐☐☐	
Feel	☐☐☐☐☐	
Foretell:	☐☐☐☐☐	
Identify	■■☐☐☐	
Incante :	☐☐☐☐☐	
Poison	☐☐☐☐☐	
Repare/Fix	1d6	
Sermonize	1d6	
Speak	☐☐☐☐☐	
Study :	☐☐☐☐☐	
Study :	☐☐☐☐☐	
Sublimate	☐☐☐☐☐	
Taunt	☐☐☐☐☐	
.....	☐☐☐☐☐	

SUB + 2

DISCIPLINE

Analyse	☐☐☐☐☐	
Command	☐☐☐☐☐	
Confound	☐☐☐☐☐	
Coordinate	☐☐☐☐☐	
Defend	☐☐☐☐☐	
Heal	☐☐☐☐☐	
Improve	☐☐☐☐☐	
Incante :	☐☐☐☐☐	
Look out	■■■■☐	
Pray	☐☐☐☐☐	
Reload a bow	1d6	
Reload a crossbow	1d6	
Reload a firearm	1d6	
Search	☐☐☐☐☐	
.....	☐☐☐☐☐	
.....	☐☐☐☐☐	
.....	☐☐☐☐☐	
.....	☐☐☐☐☐	

DIS + 2

RANGED WEAPONS	POW	Rate	Range	Rel.	SIZE	Conc.
	d6					
	d6					
	d6					
	d6					

ALLONGE

		7	7			
7	6	6	6	6	7	
6	4	2	2	4	6	
6	3			3	6	

MELE WEAPON	Par. Mod.	DAM	Type	Reach	SIZE	Conc.
Natural weapons : Claws		-1				
Two-handed sword		+5				

RACKHAM

REACTION POOL

KNOWLEDGES

Administration : Cadwallon	☐☐☐☐☐	Fiefdom :	☐☐☐☐☐
Administration :	☐☐☐☐☐	Fiefdom :	☐☐☐☐☐
Culture :	☐☐☐☐☐	Fiefdom :	☐☐☐☐☐
Culture :	☐☐☐☐☐	Language :	☐☐☐☐☐
Faction :	☐☐☐☐☐		☐☐☐☐☐
Faction :	☐☐☐☐☐		☐☐☐☐☐
Faction :	☐☐☐☐☐		☐☐☐☐☐
Land :	☐☐☐☐☐		☐☐☐☐☐
Land :	☐☐☐☐☐		☐☐☐☐☐

CONTACTS

NAME (ATTITUDE)	Intimacy	Localization	Page
Duke de Cadwallon	.... ☐☐		
.....	.... ☐☐		
.....	.... ☐☐		
.....	.... ☐☐		
.....	.... ☐☐		
.....	.... ☐☐		
.....	.... ☐☐		
.....	.... ☐☐		

EQUIPEMENT

	Weight		Weight
☐ Armor : Reinforced Leather armor (PRO 3) ..		☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....

Ducats : .....

TOTAL (Kgs) : ....

Bulk : ....

SPELL/MIRACLE	Cost/Faith	Diff.	Target	Range	Duration	Page

GEMS

..... ☐☐☐☐☐☐☐☐☐ +.../ROUND

..... ☐☐☐☐☐☐☐☐☐ +.../ROUND

..... ☐☐☐☐☐☐☐☐☐ +.../ROUND

CARDS

The Magician	☐☐☐☐☐☐☐☐☐
The Creation	☐☐☐☐☐☐☐☐☐
The Emperor	☐☐☐☐☐☐☐☐☐
The Chariot	☐☐☐☐☐☐☐☐☐
The Destiny	☐☐☐☐☐☐☐☐☐
The Unnamed Card	☐☐☐☐☐☐☐☐☐
the Tower of destruction ..	☐☐☐☐☐☐☐☐☐
The Sun	☐☐☐☐☐☐☐☐☐

CARDS REGENERATION

LOCATION	REGENERATION
Cadwallon : Garden of desire	6
Cadwallon : Underground acheological ruins	5
Cadwallon : Underground	4
Cadwallon : Upper city	3
Cadwallon : Lower city	2
Outskirts of Cadwallon	1
Outside of Cadwallon	0
Groves of desire	Regeneration x 2